

# setVelocity



<b>Introduced in</b>	
Version:	1.00
<b>Description</b>	
Description:	Sets the <a href="#">velocity</a> (speed vector) of a vehicle.
<b>Syntax</b>	
Syntax:	vehicle <b>setVelocity</b> velocity
Parameters:	<ul style="list-style-type: none"><li>vehicle: <a href="#">Object</a> - Affected vehicle.</li><li>velocity: <a href="#">Vector3D</a> - Velocity in [x, y ,z] (in V2.15+, [0,0,0] stops the vehicle).</li></ul>
Return Value:	<a href="#">Nothing</a>
<b>Examples</b>	
Examples:	<pre>_truck1 setVelocity [20, 0, 0];</pre> <p>Advanced method used for relative acceleration:</p> <pre>_vel = velocity _vehicle; _dir = direction _vehicle; _speed = 10; // Added speed;  _vehicle setVelocity [(_vel select 0)+(sin _dir*_speed),(_vel select 1)+(cos _dir*_speed),(_vel select 2)];</pre>
<b>Additional Information</b>	
See also:	<a href="#">velocity</a> , <a href="#">setVelocityAng</a> , <a href="#">setThrustWanted</a>
Multiplayer:	
Problems:	

## Notes

Posted on May 28, 2015

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Will require a sleep of at least 1 frame between any positioning (including creation of, or otherwise moving with a setPos variant) and this command.